

L Number	Hits	Search Text	DB	Time stamp
1	2386	(273/236,237,441,454,460).ccls. (434/107,128,247,258).ccls.	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:05
2	1993822	patent game electronic	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:05
3	2183562	patent (game near2 board) electronic	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:05
4	1492697	patent (game near2 board) electronic and (exclusive near2 right)	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:05
5	611	patent and (game near2 board) and electronic	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:05
6	8164	patent and (game) and electronic and (computer) and (network internet)	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:05
7	1015	patent and (game) and electronic and (computer) and (network internet) and (463/\$).ccls.	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:05
9	420	patent near2 game	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:05
8	266	(patent near2 game) and advantage	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:05
10	1655	((273/236,237,441,454,460).ccls. (434/107,128,247,258).ccls.) and (patent game electronic)	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:05
11	1165	((273/236,237,441,454,460).ccls. (434/107,128,247,258).ccls.) and (patent game near2 board) electronic)	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:05
13	891	((273/236,237,441,454,460).ccls. (434/107,128,247,258).ccls.) and (patent game near2 board) electronic and (exclusive near2 right))	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:06
14	54	((273/236,237,441,454,460).ccls. (434/107,128,247,258).ccls.) and (patent and (game near2 board) and electronic)	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:06
15	57	((273/236,237,441,454,460).ccls. (434/107,128,247,258).ccls.) and (patent and (game) and electronic and (computer) and (network internet))	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:06
16	28	((273/236,237,441,454,460).ccls. (434/107,128,247,258).ccls.) and (patent and (game) and electronic and (computer) and (network internet) and (463/\$).ccls.)	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:06
17	26	((273/236,237,441,454,460).ccls. (434/107,128,247,258).ccls.) and (patent near2 game)	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:06
18	18	((273/236,237,441,454,460).ccls. (434/107,128,247,258).ccls.) and ((patent near2 game) and advantage)	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:06
20	319	patent.ti.	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:06
19	6	patent and (game near2 board) and electronic and (exclusive near2 right)	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:06
21	1	patent.ti. and (patent and (game near2 board) and electronic)	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:06
22	13	3850433.URPN.	USPAT	2004/02/26 12:06
23	2	patent.ti. and game and (internet computer network)	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:06
24	13	(reward same innovation) and game	USPAT; US-PGPUB; EPO; JPO	2004/02/26 12:06
25	1	("5359508").PN.	USPAT	2004/02/26 12:06

26	3	(US-6131085-\$).did. or (US-20020076674-\$	USPAT;	2004/02/26 12:06
		or US-20010032189-\$).did.	US-PGPUB	
27	3	((US-6131085-\$).did. or (US-20020076674-\$	USPAT;	2004/02/26 12:06
		or US-20010032189-\$).did.) and game	US-PGPUB	